ANTONY NAUMOVIC

TECHNICAL ARTIST

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ABOUT ME

Technical Artist specialising in realtime rendering systems, engine optimisation, and production tooling in Unreal Engine and Unity.

Delivered measurable performance improvements (up to 25% frame time reduction) and built production tools used across multi-person art teams.

Experienced in bridging rendering, tooling, and gameplay systems to reduce iteration cost and enforce scalable content pipelines.

CORE EXPERTISE

Rendering & Engine — Unreal Engine • Unity • GPU/CPU Profiling • Niagara • EmberGen

Tools & Pipelines — Blender • Python • Automation • Git

Shader Development — Substrate • Shader Graph • HLSL • Substance Designer

Character & Animation Systems — Rigging • Control Rig • IK • State Systems • Playable Graph • Locomotion

Cross-Disciplinary Development — Art • Engineering • Design Collaboration

UI & Framework Development — UMG • uGUI • UI Toolkit • Figma

Texture Development & Lookdev — Substance Painter • Adobe Suite • Marmoset

KEY TECHNICAL ACHIEVEMENTS

RENDERING OPTIMISATION (UNITY)

Problem: Frame time instability caused by inefficient shader batching in dynamically instantiated environments.

Action: Profiled GPU/CPU bottlenecks using Frame Debugger, identified material instancing inefficiencies, re-architected material usage with Material Property Blocks and batching strategy improvements.

Result: ~25% reduction in average frame time and reduction of major runtime spikes in the gameplay scene.

PRODUCTION PIPELINE AUTOMATION TOOL (BLENDER ADDON)

Problem: Large time sink from repeated asset preparation and validation workflows.

Action: Built a Blender addon automating LOD generation, naming conventions, export preparation, bevel workflows, and asset validation.

Result: Eliminated ~400+ hours/year of manual prep work and reduced asset rejection rate during ingestion.

UE5 PIXEL STREAMED PLATFORM (CONECTADO)

Problem: Requirement to deliver high quality visuals on low end hardware via Pixel Streaming.

Action: Designed UE5 environment specifically optimised for Pixel Streaming constraints (bandwidth, GPU encoding limits, latency sensitivity) and implemented an aggressive lighting and shader optimisation strategy.

Result: Stable 60fps delivery across virtualised hardware without visual degradation.

MODULAR ANIMATION SYSTEM (UNITY)

Problem: Need for scalable, reusable animation architecture across many humanoid characters.

Action: Co-developed a system using Unity Playable Graph supporting IK, pose blending, locomotion, and deterministic networking (Photon Fusion).

Result: Standardised animation workflows across all humanoid characters, improving consistency and development speed.

PROFESSIONAL EXPERIENCE

SECRET WATERFALL

Art Lead | Aug 2021 – Oct 2025

- Led technical art direction for an 8-person team, defining performance budgets, tool adoption standards, and cross-discipline pipeline constraints across production in Unity's HDRP
- Directed technical art strategy, balancing visual fidelity with FPS game performance constraints
- Developed internal tools and pipelines (LOD systems, impostors, export automation) to reduce production bottlenecks
- Co-developed a modular animation system used across all characters (IK, blending, locomotion systems)
- Designed and implemented a modular UI framework in UITK for scalable feature development
- Identified and resolved rendering bottlenecks, improving overall project performance and stability
- Contributed across VFX, environments, characters, and UI where needed

Technical Artist | Jun 2020 – Aug 2021

- Built shaders using Shader Graph for URP and HDRP pipelines
- Created and optimised PBR assets for realtime FPS games
- Developed Blender-to-Unity export tools to streamline asset workflows
- Reduced iteration time for artists by improving pipeline efficiency and tooling

TIPPING POINT SOLUTIONS INC.

3D Technical Director (Contract) | Apr 2023 – Oct 2023

- Led early-stage development of the realtime UE5 platform Conectado, establishing core technical systems and rendering foundations
- Engineered interactive UE5 systems in Blueprint and C++ (movement, achievements, administration, video wall), supporting live user interaction, frontend integration, and realtime platform functionality
- Developed shaders, Niagara VFX, and Metahuman based digital characters
- Implemented Pixel Streaming for cross platform delivery (PC, tablet, and mobile)
- Designed a mixed lighting pipeline combining baked coloured shadows with realtime GI

CONECTADO INC.

3D Technical Director (Contract Extension) | Oct 2023 – Dec 2025

- Continued development and scaling of Conectado, expanding features whilst improving performance
- Designed and programmed frontend systems integrated with live UE5 environments
- Delivered ongoing optimisation passes, tooling, and content updates
- Provided technical direction across rendering, systems, and pipeline decisions

INTERACTIVE SCHOOLS

Design Intern | Nov 2018 – Sep 2020

- Designed interaction flows, wireframes, and motion assets
- Used analytics and heatmap data to improve user engagement and retention

EDUCATION

OXFORD BROOKES UNIVERSITY

BSc (Hons) Computer Science — First Class